Gif·gIf·giF

This is a very brief manual for Gif·gIf·giF. It can be found online at http://www.cafe.net/peda/ggg/man.html.

We begin with an overview of the single control window. All of the elements of the control window are described, proceeding from top to bottom.

Please refer to Gif·gIf·giF's control window while reading the manual. Pictures have not been included to conserve space.

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File Name

The control window's name includes the name of a saved animation, or is simply "Gif·gIf·giF" if the animation has not been saved.

Registered User's Name

The user's name is displayed next. GIF[1] animations produced using Gif·gIf·giF include a GIF comment "Made by <user's name>, using Gif.gIf.giF v1.21.". GIF comments are not shown during playback, but can be seen by GIF editing programs.

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General Controls

Start

Press the Start button to begin recording a sequence of frames. After the button is pressed, a 3-second countdown is displayed, after which recording begins.
Alternatively, recording may be started by pressing control-shift-alt.

Grab

The Grab button is used to capture single frames. Pressing the button causes the current area to be added to the current animation.
Single frames may also be captured by pressing control-shift-space.

Stop

Press the stop button to halt a recording session that has been started using the Start button. A pause symbol appears for half a second after the button is pressed.
Alternatively, recording may be stopped by pressing control-shift-alt.

0 Frames (0 bytes)
  Displays the size of the current animation, in frames and
  bytes. Large animations (in bytes) will take a long time to
  download; a 14.4k modem can download 60-80K per minute when
  there are minimal network delays. After saving, the
  animation will be slightly larger, as a file terminator must
  be added after the last frame.

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  Capture Area

  The desired capture area should be selected before recording an
  animation. Once frames are recorded, the capture area cannot be
  changed.

Size: 400x300
  Displays the current size of the capture area; in this case
  the capture area is 400 pixels wide and 300 pixels high.
  With unregistered copies the sizes before and after
  inserting the "Unregistered Copy" banner are displayed.

Top Left: 0,0
  Displays the coordinates of the top left corner of the
  capture area; in this case the capture area includes the top
  left corner of the display. Such information is useful if
  one can fine-tune the program being captured to stay within
  the capture area.

Show Area
  When checked, causes the current capture area to be outlined
  with a slowly moving frame. The outline is just outside the
  capture area, so the moving frame will not be placed in the
  animation.

Select Area
  Press to select a new capture area using the mouse.
  To select a window easily, hold down the shift key to change
  to "Select Window", then press the button and click in a window
  to select it as the capture area. Pressing escape aborts the
  selection process.

Refresh screen
  Press to refresh the screen contents; all programs will
  redraw their windows.

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  Capture Options

  The capture options should be selected before recording an
  animation. Many of the controls are locked after recording has
  started.

Maximum Frame Rate: 4 fps

The maximum frame rate controls the rate at which frames are captured. It defaults to 4 fps, or 4 frames per second. At 4 fps, 1/4 of a second elapses between captures; on slower machines the actual frame rate may be significantly below the selected frame rate. The slowest selectable frame rate is 5 spf - 5 seconds per frame. Higher frame rates generate smoother, larger animations. Frames are output only when successive captures differ.

Interframe Transparency

When selected, transparency is used to produce compact animations: any areas that do not change between successive frames will be recorded as transparent areas in place of the actual image.

Record Timing Info

When selected, timing information is placed in the animation. If 1/3 of a second elapsed (during the recording) between two frames, the two frames will be displayed 1/3 of a second apart. When timing information is not recorded, the subsequent animation is played back as quickly as possible.

When grabbing single frames (with the Grab button) the maximum frame determines the timing information. A frame rate of 5 fps results in 1/5 of a second wait between frames on playback.

Loop

When selected, the produced animation will loop infinitely. When not selected, the animation will play once and stop on the last frame.

Overlay Border

When selected, a thin black outline is placed around the animation. The border is drawn over the pixels on the edge of the animation.

Overlay Cursor

When selected, a cursor is added to each frame of the recording. The option is normally not used, as the cursor will be captured automatically during recording. Some graphics cards overlay the cursor while updating the screen; with such cards this option should be used.

Explorer 2.0 Compatible

When selected, recorded animations will be viewable under the Macintosh version of Microsoft Internet Explorer 2.0. They will also take up a little more disk space. This setting is not required for compatibility with Internet Explorer 3.0 (currently available on Windows only) since it follows the GIF specification better than version 2.0 does.

Recording size: 100%

Recording size can be:
100%, which is the size of the original captures;
44%, which is 2/3 the width, 2/3 the height of the original; or

25%, which is 1/2 the width, 1/2 the height of the original. With smaller recording sizes, it is possible to capture large areas of the screen as a small animation which can be viewed within the browser window without scrolling. However, scaling might cause loss of details, in which case changing the size of the original and recording at 100% is recommended.
When a recording size other than 100% is selected, the Capture Area Size shows both the original capture area size and the size of the animation.

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You are now ready to record animations.

 * Gif.gIf.giF is a 32 bit Windows program, so it requires win32s to
    operate under Windows 3.1 or 3.11.
 * When recording in 8-bit mode (256 colours), ensure the subject
   (captured program) is foremost when recording starts. The colour
   palette is captured at this time and is used for all frames; ignoring
   this rule may cause colour inconsistencies. Gif·gIf·giF does not work
   well with programs that change their palette as they execute.
 * Unregistered copies of Gif·gIf·giF will produce animations
   with a banner proclaiming "Unregistered Copy...Unregistered Copy...".
   Registered copies of Gif·gIf·giF do not insert a banner.
 * Some GIF animation editors have difficulty interpreting transparent
   frames. Editing may be made possible by disabling the automatic
   interframe transparency before recording starts.

For more information visit the Gif·gIf·giF web page at http://www.cafe.net/peda/ggg/.

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[1]The Graphics Interchange Format© is the Copyright property of Compuserve Incorporated.
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